

Project partners:



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INGAME channels:

<https://www.facebook.com/InGame-project>

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ingame.erasmus.site



About the project

The Specific objective is to foster knowledge and understanding of values and fundamental rights as well as social and civic competences for young adults.



Furthermore, INGAME will directly and indirectly improve the digital, language, reading, communication and collaboration skills of the players.



*The **INGAME** project has a strong focus on online games and digital skills for the development of civic skills of young adults. This is a new area of skills development that will be fully developed and provided through sophisticated ICT tools, deploying the latest evolutions in educational technology by building on civic engagement through online gaming.*

***The General objective** is to develop and implement innovative methods and practices to promote common values and foster civic and inclusive education.*

***The INGAME target audience** is young people (18 to 35 years old) and among relevant stakeholders we can also include public authorities responsible for the education at local, regional, national, and European levels, educators and their associations, NGOs, organizations working with social inclusion and migrants.*